



Volume V, #21

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



15 Sep 96

YES, WE'RE LATER THAN USUAL!

What is it about the September issue? Every time I do one I want to quit the business! It can't be my and Ma Nar's impending birthdays as that traditionally doesn't hit me until she catches up one more year two days before I do. It could be that after the freedom of no night classes for four months, I've gotten inefficient with my time. We did have Hurricane Fran that delayed some orders. It could be 'youse guys' get sloppy with your orders or forget to send them in the Labor Day/back to school tizzy.

In any case, this won't get into 'snail mail' until 16 Sep, so the next deadline for my games will be (see below). It has the added advantage that the next two deadlines have a Federal ^{holiday} on the following Monday.

SEND MOVES AS EARLY AS POSSIBLE (ASAP)!

Avoid the effects of hurricanes, earthquakes, locusts, plague, etc. by sending at least notional moves ASAP. I'd rather revise a position based on set of later orders than try to receive a) the orders from 15 games at once.

STANDBY ALERT: I need standby orders for the following positions:

*Boris IX: England, Russia

*Boris IX: France, Italy

ADV CIV: Syria

STELLAR CONQUEST: A position may be opening soon. Inquire within.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: A goal is a dream with a deadline.

The WOODEN SHIPS & IRON MEN pbm championship ladder has arisen from Davy Jones' Locker. If interested, contact William Rohrbeck, WS&IM Ladder, PO Box 741, Goffstown, NH 08045-0741.

A world-wide e-mail "Duel Diplomacy" single-elimination tourney is starting. DUEL DIP is a two-player game where each player chooses one country, leaving the other five neutral. Each spring the players bid for each of the five neutrals by allocating 12 points amongst them. Highest bid controls that neutral for the year. Tie bids result in the neutral standing. Orders will be processed by a computer adjudicator. Interested? Contact lawyerted@freemark.com.

BOOS & KUDOS

This month's Madame Baldue Press Excellence Award (and free issue) is awarded to John Butitta for his LIFTOFF press.

This month's Ma Nar Super-Sunday Bomb goes to Rudy Zaida for a double NMR.

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR MOST GAMES IS NOON (CDT) 12 OCT 96



Three NMR!

Spring
Fall 1987

IX

1995X

NOTE: The call for a Separation of Seasons failed to get a majority vote (NVR = NO). See also note below.

CLEARWINE: The roughest winter on record has clearly dampened the Continent's war fervor. St Petersburg was buried under 15 meters of snow which isn't expected to melt down to rooftop level until mid-May. The seas around England froze over, prompting Parliament to equip several divisions with ice skates and to conduct maneuvers employing them for coastal defence. The storms in the Med were particularly fierce. Only the German and Austrian armies, many of them natural ski-troops, were able to accomplish much.

TROOP MOVEMENTS

Germany retreats A MUN etb. Austria builds A BUD. England is NMR so doesn't build. Germany tears A PAR. Italy builds A Ven.

AUS (Wilson): F Ore-Alb. A Vie-Boh. A Boh-Sil. A Sil-Ber. A Pru S A Sil-Ber. A Mun S A Den-Kie. A Den-Kie. A War-Lvn. A Mos S A War-Lvn. [F Lyo S ITA F Tyn-Wes] (nao). [A Tri-Tri]. [A Bud-Tri].

ENG (Zodds): NMR! F NAf H(u). F Spa(ec) H(u). F Por H(u). F Gae H(u). F Eng H(u). A Bre H(u).

GER (J. Shacklett): F Swe-Den. F Bal S F Swe-Den. [A Ruh-Hol]. [A Kie S A Ruh-Hol](d).

ITA (Fisher): NMR! A Tri H(u). F Tun H(u). A Hol H(u). F Ion H(u). A Bel H(u). F Tyn H(u). F Rom H(u). A Mar H(u).

RUS (Meinick): NMR! A StP H(u).

Orders in brackets fail: d = unit destroyed due-lack of valid retreat; imp = impossible; nau = not own unit, nao = unit not so ordered; nap = no such place; neu = no such unit; etb = off the board; etm = unit on the move; (u) = unit unordered.

Due next time are orders for Fall 1988.

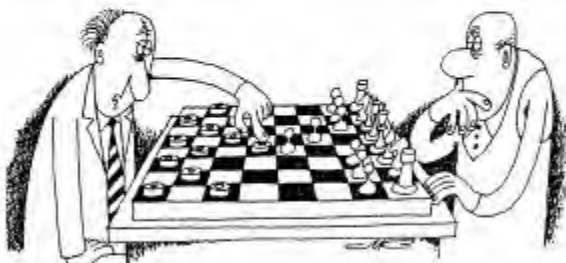
CLASSIFIEDS

Losing interest fast: send stab orders soon!

GM Note: The house rules have no provision (yet) for a separation of seasons (except for the automatic one in Winter 1901/02). I usually will call for one if the decision tree is too big (about 10,000 choices). Here we only had 1060, and since the requester would know what his own build would be, only 210 needed to be considered. Of these, only the 15 ways Germany could retreat/tear were really relevant.

Other GMe allow separation of seasons only if a majority approves, else a player (or a small faction) could call for one every season and lengthen the game needlessly.

So, there is a problem with calling for a separation of seasons. It surely won't pass unanimously since it will be in the best interest of at least one player to keep things as complicated as possible. If the call fails (and they usually do), if you don't submit orders, you go NMR, but if you analyze the situation well enough to submit orders, you don't need the call. A bit of a conundrum, what?





RIOTS IN ITALY!! New Sultan!



Fall 1903

1996Q

MINAS MORGUL: Prince Ali Andy has deposed Sultan Seth and declared a new Age of Islam and has repudiated the secret Treaty of Alliance between Turkey and the infidel Italy. News of this alliance with the ancient enemy has brought widespread riots across staunchly Catholic Italy. Can the present government survive this scandal? And how long can the Morrison government in France stand, having barely survived a vote of confidence? All is confusion for the moment.

TROOP MOVEMENTS

Russian: A GAL retreated to WAR.

AUS (J. Shacklett): [A Gal-Bud], [A Bud-Ser], A Tri S A Vie-Tri, A Vie-Tri;
ENG (Fisher): A Lpl-Wal, F Eng H(u), F Nth S F Eng, [A StP-Mos], A Swe H, F Bar-Nwg;
FRA (Morrison): F Mid S F Bre-Eng, [F Bre-Eng], A Pic S A Bur-Bel, [A Bur-Bel], [A Par-Bur];
GER (Boyum): [A Mun-Ber], [A Ruh-Kie], A Bel H, A Hol S A Bel, [F Den-Kie];
ITA (Zodds): NMR: F Alb H(u), F Adr H(u), A Ven H(u), [A Tri H(u,d)], A Apu H(u);
RUS (Anderson): A Sev-Mos, A War S A Sev-Mos, [F Bel-Ber];
TUR (York): A Gre S A Bul-Ser, A Bul-Ser, F Bla-Rum

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered.

Due next time are builds/tears and orders for Spring 1904.

SUPPLY CENTER CHART

AUS: Bud Vie Ser -Rum +Tri
ENG: Edi Lon Lpl Nwy StP Swe
FRA: Bre Mar Par Por Spa
GER: Ber Kie Mun Bel Den Hol
ITA: Nap Rom Ven Tur -Tri
RUS: Mos Sev War
TUR: Ank Con Smy Bul Gre +Rum

(4) Even
(6) Even
(5) Even
(6) Build 1
(4) Even
(3) Even
(5) Build 3

EMBASSY BEAT

London: Though foul winds blow and storms assault us, England will stand ever firm and resolute.

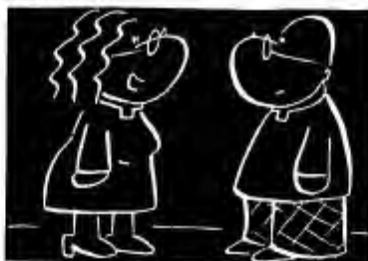
Russia-Germany: I see you're trying to be sneaky again with your A MUN.

SOME WORLD PRESS REVIEW

Paris Herald--The Morrison led French Government takes full credit for destroying the invading German army however, a 150% tax on cheese has been imposed to pay for expansion of the military. A similar tax is under consideration for wine.

CLASSIFIEDS

Down with the French effete enobel



"My theological position is that men are basically good, but women are basically better."



ACHILLEUS Epoch I

3000-1400 B.C.



Take 43F:

Dan Farrow:
Debbie Osborne:
Paul Zieske:

Red
Azure
Purple

Chuck Wilson:
John Bryden:
Dave Anderson:

Green
Black
Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play a 1F in either Atl or Pac as well as Car), and Epoch VIII.

SUMERIA (W): Play 2A.C.F @ LTI.

EGYPT (A): Play "Population Explosion." Play 1A.C.AM @ Nil, 1A @ Nub, 1A @ Lib, 1F @ EMS, 1A @ Lev, 1A @ EAn, 1A @ Zag. Score: C(1x2) + M(1x2) + S(1) + Mid E(D=4) + N Afr(D=2) = 11.

MINA (G): Play 1A.C @ Cre, 1F @ EMS (3,2:4; 5,1:3 -1OF,AP), 1A @ Pal. Score: C(1x2) + S(1) + Mid E(P=2) = 5.

INDUS VALLEY (R): Play 1A.C.RM @ Lin, 1A @ Uln, 1A @ PSD, 1A @ Zag (5,2:1 -1OI). Score: C(1x2) + M(1x2) + Mid E(P=2) + India(P=1) = 7.

BABYLONIA (O): Play 1A.C @ MTI, 2A @ Zag (5,2:6,2; 6,2:5,4 -1OI,1RI), 1A @ EAn (6,5:5 -1AI). Score: C(1x2) + Mid E(D=4) = 6.

SHANG DYNASTY (B): Play 1A.C.F @ Yel, 1A @ Wei, 1A @ GPC. Score = C(1x2) + China(D=2) = 4.

ARYANS (P): Play "Allies." Play 1A @ Tur, 1A.PM @ Tar, 1A @ Hin, 1A @ Uln (6,4:5 -1RI), 2A @ Lin (3,3:6; 6,4:5 -1PF,1RF,C +c), 1A @ PPI. Score: c(1) + M(1x2 +1) + Mid E(P=2) + China(P=1) + India(D=2) = 9.

SCORE (SP/VP): R(4/7), O(4/6), G(4/5), B(4/4), A(5/11), P(5/9)

Your Epoch II Empire draw is _____. Due next time are your pass/hold drothurs and orders from Assyria through Greek City States (in case you get one of them). Players with E-mail need only send their pass/hold options and their orders for Assyria and Chou; they will get updated as the action progresses and thus are expected to respond quickly when their empire is called. Please expedite your pass/hold order!

THE BOARD:

A: Lev, Lib, Nil(C.AM), Nub

B: GPC, Wei, Yel(C.F)

G: Cre(C), Pal

O: EAn, MTI(C), Zag

P: Hin, Lin(c.RM), PPI, Tar(PM), Tur, Uln

R: PSD

W: LTI(2.C.F)

Fleets: EMS(G)

Press:

Green to Azure: Nice use of Pop Exp to close off the Resource Lands! I'll add that one to my play book.

DOWN WITH THE KING

Earl Francis Sacked!
Two More Political Problems!!
Turns 4/5



The Cast (in Turn 4 movement order):

Marquise Elizabeth (#62): 11/14 PP, 18 IP, 15C, #65, #55
Marquise Ruth (#63): 1/20 PP, 0 IP, 11C, #53(H), #12, #16, #42
Baroness Mary (#64): 19/6 PP, 10 IP, 16C, #34
Knight Richard (#14, MC): 15/21 PP, 27 IP, 12C, #41, #13, Prince Alan
Earl Michael (#15): 0/29 PP, 8 IP, 14C, #36, #51, #35, #43

The Cabinet:

Monarch: King George	Consort: «Vacant»
Navy: Sir James (#22)	High Minister: Lord Percival (#41, Ri)
State: Duke Marley (#44)	Army: Duke Roland (#42, Ru)
Trade: Earl Francis (#33)	Justice: Earl Duncan (#34, Ma)
Epain: Sir Drew (#11)	Beysan: Earl Maxwell (#32)
Sandarkan: Sir Charles (#24)	Cronos: Knight Dale (#25)
City States: Sir Malcolm (#13, Ri)	Treasury: Lord Mortimer (#35, Mi)

ROYAL DEATHS: Alfred, Almere, Catherine, Phillip

Turn 4 (continued)

5. Player Turns:

Marquise Elizabeth: Play "Gain 1 IP" chit. Lady Debbie attempts a seduction of Duke Marley. BUT must have "intrigue" chit to do so, and doesn't, so can't.
Baroness Mary: Drew "Duel" chit, but has no one to fight it, so it is ignored. Recruit Sir Donald (#21) and John the Brother. Promotes to Countess (-3 IP). Rolls on the Craft Table (buying +1 drm. -2 IP: 5+1 = "Barely Above Water—No Effect").
Knight Richard: Recruits #46. Goes Sporting, buying +1 drm (-2 IP): 12+1 = "Champion" (+2 drm) +25 PP. Makes #41 a henchman.
Marquise Ruth: Plays "Extra Activity" chit. Makes #12 a henchman. Rolls on Literary Pursuits Table w/ +2 drm: 10+2 = "Post Laureate", +3 PP. Recruits #61.
Earl Michael: Consult Literary Table: 5+2 = 7 = "Good technical skill", +1 PP. Play "Gain 1 IP" chit. Make Lord Mortimer a henchman.

Turn 5

1. Player order: Earl Michael, Marquise Ruth, Baroness Mary, Knight Richard, Marquise Elizabeth
2. Office phase: No vacancies.
3. Political Problems: Natural Disaster: Minister of Trade Earl Francis fails (2) to solve the problem and is sacked. Monarch's Support falls from 90 to 80.
4. Crown Event: Two political problems! Townsman Unrest (High Minister, modified by High Minister, Archbishop, and Magistrate) and Economic Crisis (Treasury Minister, modified by Treasury Minister, High Minister, and Trade Minister).

You've drawn _____ Loyalty, _____ Opportunity, & _____ Event.

Earl Michael (#15): 0/29 PP, 8 IP, 14C, #36, #51, #35(H), #43
Marquise Ruth (#63): 0/24 PP, 0 IP, 11C, #53(H), #12, #16, #42, #61
Countess Mary (#64): 16/9 PP, 6 IP, 16C, #34, #21, Bro John
Knight Richard (#14, MC): 84/27 PP, 25 IP, 12C, #41, #13, #46, Prince Alan
Marquise Elizabeth (#62): 11/14 PP, 18 IP, 15C, #65, #55

Due next time are any modifications to the new political problem rolls and your Turn 5 activities. There is also a vacant office to be filled. Remember, you can normally do 3 activities and hold up to 15 cards.

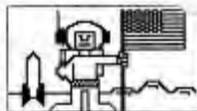
PRESS:

"Aims for the poor! Aims for the poor!" cries Marquise Ruth on a street corner.



LIFTOFF! DUCHETTE 1ST WOMAN IN SPACE!

1968/61



THE CAST:

Andorra (Dave Anderson)
Duchy of Grand Fenwick (John Butitta)
Republic of Texas (Andy York)
Spain (Dan Farrow)
Sweden (Al Bargender)

Cash from '59

14 MB
-11 MB
-23 MB
1 MB
10 MB

'60 Budget

97 MB
79 MB
69 MB
87 MB
91 MB

ERRATA: Grand Fenwick forgot to order an announced mission. It was an unmanned suborbital and it failed on reentry (+1% to 'A' and 'a'). Note, the rules say in several places that launching unmanned missions carries less reward/risk to budget, but I can't find where it says how much less. So, unmanned missions which could have been manned get neither the budget bonus or the budget penalty.

I also did an audit of budgets and cash and discovered that two countries have been inadvertently overpaying for the last couple of years. That ends in 1961. Players are encouraged to verify or debunk my totals.

1960

1. All collect budget (see above).
2. Draw Event card: (see last issue), Grand Fenwick gives +1 R&D bonus to Andorra.

Lingering Cards:

AND: Fortunate Accident: negate next satellite failure

SWE: buy additional astronauts for 1 MB.

SWE: Govt Order: Land man on moon NLT 1962.

SWE: Govt Order: Must launch civilian in multimanned capsule in 19

SPA: Govt Order: Next launch must be manned.

3. AND: Buy two '1' (-2 MB), three 'A' (-9 MB), three astronauts (Barney, Shelby and Screamer Kest, -6 MB), initial 'B' (-60 MB), initial '2' (-24 MB).

DGF: Buy initial 'b' (-24 MB), initial 'D' (-12 MB).

RoT: Buy one '1' (-1 MB), initial '2' (-24 MB).

SPA: Buy initial 'e' (-36 MB).

SWE: Buy initial 'b' (-24 MB), initial and 2nd Astronaut (Ingerid Hakansson & Bjorn Jaerbyn -18-1 MB).

4. Conduct Research:

AND: 8 dice on EVA (-8 MB, +27+8%), 2 dice on 'B' (-8 MB, +7+2%).

DGF: 8 dice on 'B' (-32 MB, +26-8%), 8 dice on 'b' (-16 MB, +23-8%).

RoT: 7 dice on '3' (-28 MB, +20%), 8 dice on '3' (-24 MB, +30%), 1 die on 'd' (-2 MB, +5%).

SPA: 8 dice on 'B' (-32 MB, +32%), 3 dice on 'e' (-15 MB, +9%).

SWE: 8 dice on 'A' (-16 MB, +31%), 4 dice on 'a' (-4 MB, +15%), 3 dice on '2' (-6 MB, +8%).

5. Declare Future Missions: Andorra(2), Fenwick(2), Spain, Sweden(2) & Texas(2) will launch in 1961.

6. No one rushes.

7. Texas launches an orbital satellite. Lift off: 46 < 85%, Earth Orbital Burn (EOB): 14 > 94%; Orb Act 94 = 94%, mission succeeds. Add 1% to 'A' & '1'; budget up 2 MB.

Texas launches a unmanned orbital mission. Lift off: 66 < 88%, EOB: 06 < 80%, Orbital Activity: 48 < 80%; Decrbital Burn: 40 < 80%; Reentry: 56 < 80%; Recovery 59 < 80%. Success! Add +1% to 'A' and 'a'.

Spain launches a lunar probe. Lift off: 46+3 < 90%, EOB: 85+3 > 81% failure! Add +1% to 'B' and '3', suffer 6 MB budget cut.

Andorra launches manned suborbital mission. Lift off: 10 < 86%, EOB: 10 < 80%.

Orbital Activities: 07 < 80%; De-Orb Burn: 19 < 80%; Re-entry 44 < 80%.

Recovery: 58 < 80%. Success! Debby Duchette is first woman in space! Add 12 MB to budget & +1% to 'A' & 'a'.

Sweden launches an orbital satellite. Lift off: 74 < 85%, EOB: 80 < 95%. Orbital Activities: 40 < 95%. Success! Add 2 MB to budget & +1% to 'A' & 'a'.

Sweden scrubs 2-man orbital launch--no 2nd pad! Lose 10 MB to budget.

1961

1. Andorra collects 114 MB, DGF collects 88 MB, RoT collects 81 MB, Spain collects 95 MB, Sweden collects 115 MB.

2. Draw Event Card:

AND: Budget +5 MB. Severe setback: Pay 20 MB or lose 20% to 'B'.

DGF: Astronaut retires: n/a.

RoT: Budget -2 MB. Astronaut Simmons fails physical, can't be used this year.

SPA: Budget +10 MB. Production delay: Can't buy rockets.


















Due next time will be your purchases, R&D expenditures, rush decision for 1961 and if you plan a launch (and what) for 1962.

Country	From '60	'61 Budget	Cash '61	'62 Bud
Andorra	2 MB	114 MB	118 MB	119 MB
Penwick	-16 MB	84 MB	88 MB	84 MB
Texas	-32 MB	81 MB	48 MB	79 MB
Spain	5 MB	101 MB	106 MB	111 MB
Sweden	32 MB	113 MB	145 MB	120 MB

PRESS:

After a brief hunt, Dr Kokints had a total of six rats assembled in his lab. He carefully crafted a small capsule for the rats inside the larger assembly Victor Mountjoy, son of Count Vincent of Mountjoy, had designed and built with the help of some local blacksmiths and a few hired French ironworkers. "Are you sure this is worth the trouble to shoot a couple of castle rats all the way into space?" asked the Count. "Oh, about five million dollars worth," replied the good Doctor while humming the *Star-Spangled Banner* and as much as he could remember of the Russian national anthem. "Some other countries might find this very valuable."

LIFTOFF! Research and Development Worksheet

Program	Initial Cost	Unit Cost	Unit Weight	Max Payload	Initial Safety Factor	R&D Cost Per Dia	Max R&D	Max Safety Factor	RND	Def	Rat	Spn	Swe
1-Orbital Satellite 	5	1	300	n/a	40%	1	95%	98%	71	40	51	40	45
2-Interplanetary Satellite 	24	4	600	n/a	40%	3	90%	93%	71	45	1	1	1
3-Linear Probe 	30	6	1200	n/a	40%	4	85%	88%	71		45	65	85
4-Docking Module 	18	2	300	n/a	45%	n/a	n/a	100%	71		5	5	1
A-One-Stage Rocket 	24	3	n/a	500	10%	2	85%	98%	71	86	87	87	87
B-Two-Stage Rocket 	60	12	n/a	1500	10%	4	90%	98%	71	5	10	10	11
C-Three-Stage Rocket 	84	18	n/a	3200	5%	6	95%	98%	71		1	1	1
D-Liquid Fuel Strap-On 	12	3	n/a	1000	10%	2	85%	98%	71		30	13	13
F-Kleiner 	12	3	300	n/a	10%	1	95%	98%	71		1	8	8
G-"Mega" Stage Rocket 	150	30	n/a	4800	5%	7	95%	98%	71				
EVA Suite 	18	n/a	n/a	n/a	30%	1	98%	98%	71	47	87		
a-One-Person Capsule 	18	2	500	n/a	10%	1	90%	93%	71	80	81	80	81
b-Two-Person Capsule 	24	6	700	n/a	10%	2	85%	98%	71	4	3	5	5
c-Three-Person Capsule 	36	12	1300	n/a	10%	3	90%	98%	71		35		
2nd Launch Facility 	30	n/a	n/a	n/a	n/a	n/a	n/a	n/a	71	Y	Y	Y	Y
3rd Launch Facility 	30	n/a	n/a	n/a	n/a	n/a	n/a	n/a	71	Y	Y		
Astronaut & Training 	18	2	n/a	n/a	n/a	n/a	n/a	n/a	71	2	5		

ALL FIGURES ARE FOR END-OF-YEAR



1830

'???? IS ????'

SR 1a

PLAYER STATUS

Hanna \$400 <Priority>
 Chinnery \$400
 Fisher \$400
 Beck \$400
 Ringhoffer \$400
 Farrow \$400

OPTIONAL 6-train: YES (DF), NO (SB), NVR (JR, RF, DC, CH)

NAMES: "Time Is Money" (DF), "Glory Bound" (ME)

SR 1a:

Hanna bids \$165 on C&A.
 Chinnery passes.
 Fisher buys SVN&RR (\$400-20 = \$380).
 Beck bids \$225 for B&O.
 Ringhoffer buys C&SL (\$400-40 = \$360).
 Farrow buys D&H (\$400-70 = \$330).
 Hanna buys M&H (\$400-110 = \$290).
 Hanna gets C&A for \$165 (\$290-165 = \$125).
 Beck gets B&O for \$225 (\$400-225 = \$175).

We halt here to allow the players to see who's got what and how much. Chinnery has the priority. Beck must set par for B&O.

PLAYER STATUS

Chinnery \$400 <Priority>
 Fisher \$380, SVN&RR
 Beck \$175, B&Opc, 2 B&O (Pres)
 Ringhoffer \$360, C&SL
 Farrow \$330, D&H
 Hanna \$125, M&H, C&A, 1 PA

CORPORATION STATUS

Corp	Value	Pos	IO	Par	Cash	Trains	Tokens
B&O	???	0	2	???	---	---	3
PA	???	0	1	???	---	---	4

Due next time is par for B&O from Beck, orders for the rest of SR1 from all (remember, you can't sell in SR1), and orders for OR1 for those who figure to be RR presidents. Orders are due to MARK FRUEH by 9 Oct 96.

PRESS:

R: It won't be long till the Golden Zephyr is running Chicago to NY

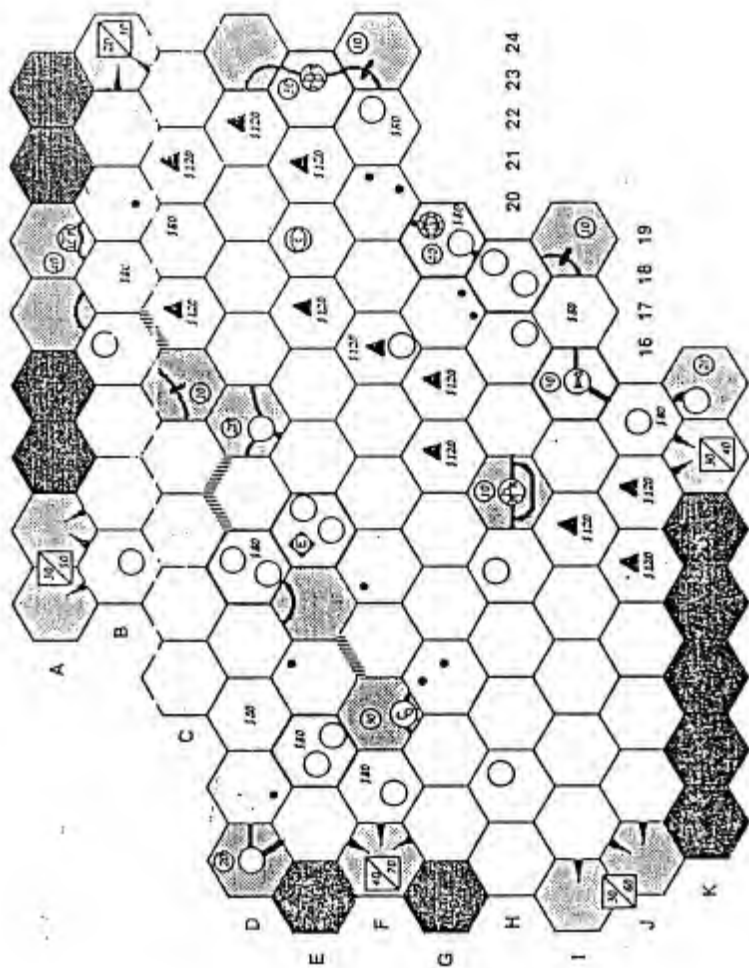
BORIS: Methinks it's "Zephyr" (hard to read handwriting, but that definitely wasn't a "y"). I compliment you on your non-NE bias--"they" would've put it "NY to, where was that again?".

2

\$80



Atlantic, 1832



1856

THE GREAT WHITE NORTH

RR TRACK APPEARS IN UPPER CANADA.
HEAVY GOVERNMENT INVOLVEMENT.

OPERATING ROUND 1

PLAYER HOLDINGS: (* = presidents certificate; limit = 11)

Zieske \$50 ft, 2GT* [priority]
 Chunnery \$54 nfeb, 1WR
 Quist \$0 cc, 3LPS*
 Butts \$30 w&s, 2CPR*
 Wordelmann \$0 gls, 2WR*
 Farrow \$20 soft, 2LPS

COMPANY STATUS:

Name	Pres	Value	Pool	IO	Par	Treas	Loans	Trains	Tkns	Dest
GT	PZ	A100	---	5	100	\$200	0	---	4	K8
CPR	JB	B90a	---	5	90	\$180	0	---	4	N11
WR	WW	B90b	---	7	90	\$270	0	---	3	L15
LPS	MG	F65	---	5	65	\$325	0	---	2	F17

Trains Available: 22222,33333,4444,555,66,DD...

OPERATING ROUND 1

Private companies pay Zieske \$5 (\$95), Morrison \$10 (\$40), Quist \$10 (\$10), Wordelmann \$15 (\$15), Chunnery \$20 (\$74), and Farrow \$20 (\$40).

GT: Lays tile #57 in P9 (sw); token in P9. No trains, so no runs; price falls to A90. Buys two 2-trains. (\$200 - 2 x 100 = \$0)

CPR: Borrows \$100 from the government. Lays tile #57 in N3 (ne) for \$40; token in M4. No trains, so no runs; price falls to B80a. Buys two 2-trains. (\$180 + 100 - 40 - 10 - 2 x 100 = \$30.)

WR: Borrows \$100 from the government. Lays tile #5 in O16 (e); token in O16. No trains, so no runs; price falls to B80b. Buys two 2-trains. (\$270 + 100 - 10 - 2 x 100 = \$160.)

LPS: Borrows \$100 from the government. Lays tile #5 in C14 (nw)*; token in C14. No trains, so no runs; price falls to F60. Buys one 3-train. (\$325 + 100 - 10 - 225 = \$190.)

Phase change: green tiles available, private companies available for purchase, two operating rounds in OR2.

*President's instructions said ne, which is illegal; GM substituted vice-president's nw.)

STOCK ROUND 2

Zieske passes.
 Chunnery buys LPS at par. (\$74 - 65 = \$9; \$65 added to LPS escrow account.)
 All pass. Quist has the priority deal card.

PLAYER HOLDINGS: (* = presidents certificate; limit = 11)

Zieske \$35 ft, 2GT*
 Chunnery \$9 nfeb, 1WR, 1LPS
 Quist \$10 cc, 3LPS* [priority]
 Butts \$40 w&s, 2CPR*
 Wordelmann \$15 gls, 2WR*
 Farrow \$40 soft, 2LPS

COMPANY STATUS:

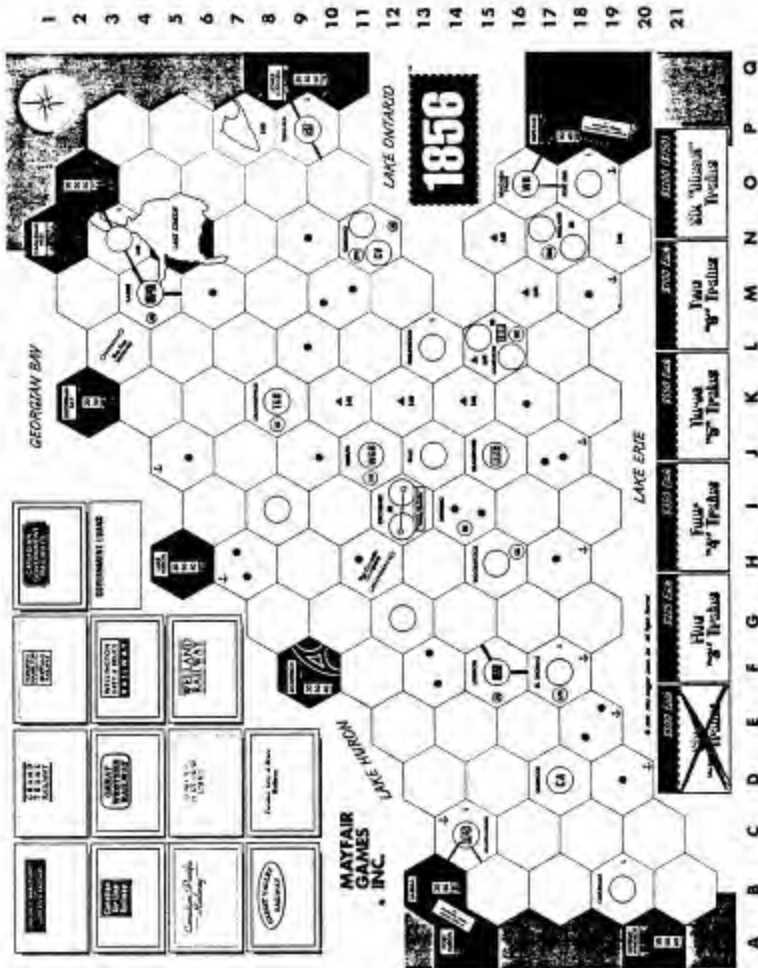
Name	Pres	Value	Pool	IO	Par	Treas	Loans	Trains	Tkns	Dest
GT	PZ	A90	---	5	100	\$ 0	0	22	P9+3	K8
CPR	JB	B80a	---	5	90	\$ 30	1	22	M4+3	N11
WR	WW	B80b	---	7	90	\$160	1	22	O16+2	L15
LPS	MG	F60	---	4	65	\$190	1	3	C14+1	F17 (\$65)

Trains Available: 3333,4444,555,66,DD...

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(3), #5(0), #6(2), #7(7), #8(13), #9(13), #10(4), #15(4), #16(1), #17(1), #18(1), #19(1), #20(1), #23(4), #24(4), #25(1), #26(1).

#27(1), #28(1), #29(1), #55(1), #56(1), #57(2), #58(3), #59(2), #69(1), #120(1), #121(2)

Due next time: Orders for OR2.1 and OR2.2. Orders should reach Chuck Hanna by 9 Oct 96. Please offer alternative tile plays in case the tiles you want disappear.



1870

THE WEST IS OPENING!

SR 1A



PLAYER STATUS

Zieske	\$350 <Priority>
WordeImann	\$350
Quiet	\$350
Hanna	\$350
Farrow	\$350
Chinnery	\$350

SR 1a

Zieske bids \$155 on MKT.

WordeImann bids \$145 on SLSP.

Quiet bids \$45 on Mississippi River Bridge Co.

Hanna bids \$45 on Mississippi River Bridge Co.

Farrow bids \$50 on Mississippi River Bridge Co.

Chinnery bids \$151 on SLSP

Zieske buys Great River Shipping Co (\$350-20 = \$330).

MR Bridge Co goes to auction: Quiet bids \$65, Hanna passes, Farrow bids \$71 and others pass. Farrow buys MRB for \$71 (\$350-71 = \$279).

WordeImann buys Southern Cattle Co (\$350-50 = \$300).

Quiet bids \$170 for MKT.

Hanna bids \$175 for MKT.

Farrow passes. Chinnery buys Gulf Shipping Co (\$350-80 = \$270).

SLSP goes to auction: WordeImann bids \$156, Chinnery passes, so WordeImann buys SLSP for \$156 (\$300-156 = \$144) setting par at \$104.

MKT goes to auction: Zieske bids 180, Quiet bids \$185, Hanna bids \$196; rest pass. Hanna gets MKT for \$196 (\$350-196 = \$254).

We halt here are continuing with SR 1, Zieske has the priority. Remember, there are no sales in SR 1.

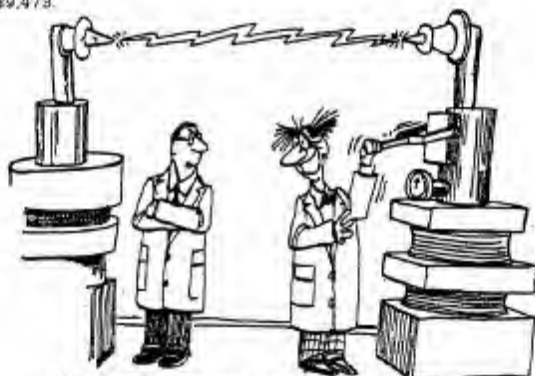
PLAYER STATUS

Zieske	\$330, GRS <Priority>
WordeImann	\$144, SC, 2 SLSP(Pres)
Quiet	\$350
Hanna	\$154, MKT, 1 KATY
Farrow	\$279, MRB
Chinnery	\$270, GS

CORPORATION STATUS

Corp	Value	IO	Pool	Per	Cash	Trains	Tokens	Dest
SLSP	A100	8	0	\$100	\$1000	---	3	M22
KATY	???	9	0	???	---	---	3	NI

The Bank has \$9,473.



At Meckler Laboratories, we do not exhort the heavens.



MAGIC REALM AMBER ROSE SLAIN! BATS! EVENING 14 / DAY 15



THE CAST:

Dave Anderson:
John Butitta:
Sonya Nar:
Don Chinnery:
Dan Farrow:
Dan Osborne:
Debbie Osborne:

Bennie the Berserker
Willie the Pilgrim
Amber Rose the Amazon
Rag the (optional) Wizard (deceased)
Sinplomo the Sorcerer (aka Misty)
Smaug of the Dark Helmet, a Black Knight
Thorn of the Grotto, an Amazon (deceased)
Sylvan the (optional) Druid

ERRATA: Willie's move had all three conditionals based on his "Small Blessing" roll; the third one was correct. Sylvan should not have reactivated the six-pack on wolves due to her "Peace with Nature" advantage. The giant shouldn't have activated last time.

EVENING 14

MONSTER ROLL = 3

AT CV4: Willie casts "Small Blessing" using his MAGIC 14* and WHITE 6*: result 5, 5 = Health; both his MAGIC 1chits are rested

At C12: Smaug plays MOVE H5* to run away to C13. T Dragons are *glow*!

At Cr5: Since she can't outrun the T spider, Amber Rose is in deep trouble. She plays her shield in the charge box while she attacks a H spider, swinging M3** and charging M4. The target smashes T6 and ducks 4 so cannot avoid her slashing blade and so dances off to spider Hades. The other H Spider swings T6/dodges 4 and misses, but the T Spider thrusts M4/charges 3 damaging her shield, wounding her, and putting her irrevocably in its clutches. She wounds her FIGHT L4 and fatigues a FIGHT M4*.

Amber Rose is doomed! Gently she targets the remaining H Spider. She places her shield in the duck box, again swinging M3** and ducking M4. Her target obliges by swinging L4/dodging 3, and another chitin covered critter breathes no more. Oh fleeting glory! mere seconds later the T spider smashes MAX 5/ducks 4, destroying her shield and separating her head from her torso.

DAY 15

MONSTER ROLL = 6

Willie @ CV4: H(6,2 = n), H(2,1 = y), SPX, SP(convert MAGIC 16* to WHITE).
Sinplomo @ Cr5: M Cr2, M LW2. Reveal Stink W--L, Campfire appears at LW4.
Smaug between C12 & C13: M C13, H(4,1 = y), M C16, M C16. Reveal Ruins M, Slither 3. Two bats appear at C16.
Sylvan @ QW5: M OW4, SPX, SP(unenchant tile using MAGIC H12** and GREY 3), M OW4.
Bennie & Raoul @ Cr2: R, R(Berserk T4**), S(Peer 3, 1 = enemies & paths--find path to 3), H(6,1 = n), H(6,2 = n). Reveals Dark M, Lost Castle 1, Cairns 5, Flutter 2, Patter 2, Patter 5, Roar 6. Three bats appear at Cr2 and block Bennie.

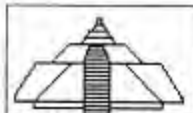
COMBAT: Bennie and Raoul vs three bats at Cr2. Smaug could take on two bats at C16.

Due next time are orders for Evening 15 and Day 16.

DEAD PILE: Ralph and Roger, Ponies BHG & B2-B5, H dragon, two H flying dragons, two H spiders.

BOARD NOTES:

Nut Woods, Cliff, and Caves are enchanted. A bat is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There are two H trolls & the Altar at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at C6; a T Troll is at C5; a short sword, helmet, and breastplate are at C4 and Cr5. There is a T dragon at C12, and the TF Dragon at the Hoard at BL6. The Small Campfire & the Bashkars are at NW5. Cr5 has a T spider, and the Cairns. Two small treasures are abandoned at the Inn. Large Campfire is at LW4. Lost City is HP3 with the Vault and the Lair. The Shrine is at HP4. The Statue is at Cn2. Giants are at Le4 and Cr6. Raoul quits on Day 22.



ADV CIVILIZATION

Turns 7.10-8.1



ERRATA: Crete had three units at Appollonia, not one, so he lost all three but Illyria loses five units due to combat and overpopulation; Appollonia is not built and Illyria forfeits its card drawn from the 4-deck.

TURN 7 (continued):

10. **TRADE:** Africa, Crete, Egypt, and Illyria refuse to trade. Babylon trades 3 cards (Grain & Silver) to Assyria for 3 cards (Timber & Salt). Iberia offers hides, timber, salt or grain for ochre or papyrus. Thrace wants timber. Babylon wants timber and salt and will trade cloth, papyrus, iron or oil. Babylon trades three cards (Papyrus & Wine) to Iberia for three cards (Timber & Salt).
11. **CALAMITY:** Earthquake destroys Carthage. Treachery! Thrace reduces Tyrae.
12. **BUY CIV CARDS:** Babylon discards Iron.
13. **ALTER AST:** All advance.

TURN 8:

1. **TAXES:** Babylon & Assyria collect 12t; Africa, Crete, Iberia, & Thrace collect 8t; Illyria collects 6t; Egypt collects 4t.
2. **POPULATION EXPANSION:**

We halt here since Africa and Assyria didn't submit population or movement orders and I didn't explicitly ask for them, although I did imply it. Due next time are orders from Population Expansion to Trade Phase (if you want to buy gold). The Census has already been figured. I have the submitted orders on file and will use them unless they are modified or superseded.

3. CENSUS:

ILLYRIA (Morrison): 1600 BC, 41T, 6t, 3 cities, 5 cards
 IBERIA (Farrow): 1600 BC, 38T, 9t, 4 cities, 8 cards
 EGYPT (Ringhoffer): 2500 BC, 37T, 10t, 2 cities, 5 cards
 THRACE (Zieske): 1600 BC, 33T, 12t, 4 cities, 5 cards
 ASSYRIA (Deb Osborne): 1600 BC, 33T, 14t, 5 cities, 8 cards
 AFRICA (Nast): 2000 BC, 27T, 12t, 4 cities, 5 cards
 BABYLONIA (Anderson): 2000 BC, 25T, 22t, 6 cities, 8 cards
 CRETE (Boyum): 2000 BC, 20T, 12t, 4 cities, 7 cards

It's beginning to be plain that we're soon going to have to break up the turn into three parts:

Expand Population through Remove Surplus Population
 Trading
 Resolve Calamities through Taxation

We have a probably at least 12 turns to go--that means at least three years of playing time ahead of us barring a concession.

You might have noticed that Assyria and Babylon made their own deal. That's fine by me, as long as both sides report it to me. Keep in mind that all that has to be revealed to a trading partner is how many cards are being traded and the identity of two of the cards. You can lie all you want about the identity of any other card in the deal (identifying Slave Result as Bronze, for instance). I'll need to know exactly what cards are being traded.

Your cards are:

ADVANCED CIVILIZATION Conference Map END TURN 7



West Expansion Map

The map area shown in the left of the above arrows is used for the West Expansion Map. See page 2 of the manual for details and moving information.

START AREA INFORMATION:



DUNE IX Betrayed!

TURN 3/4



THE CAST

ATREIDES (Fisher): KH, 2L, 5S, 2C, 8T @ Arrakeen, 6T @ Red Chasm.
EMPEROR (Deb Osborne): 27S, 4C, 19T @ Habbanya Ridge Sitch.
FREMEN (Anderson): 4S, 4C, 5T @ Sitch Tabr, 4T @ False Wall South(s5), 2T @ Funeral Plain, 5T @ Rock Outcroppings.
GUILD (Wilson): 50S, 4C, 6T @ Tuck's Sitch, 5T @ Pasty Mesa(s7).
HARKONNEN (Bryden): 9S, 6C, 5L, 5T @ Carthag, 1T @ Shield Wall(s7).
IX (Narhi): 7S, 4C, 5T @ Polar Sink, 6T @ Sitch Tabr.
TANKS: 6A, 6H: Lady J, B Raban, G Halleck

TURN 3 (concluded)

- COMBAT**: Ix (6T) vs Fremmen (5T @). F plays Jamis(2), 'Kulon', 'Baltwet', 0S, and dial 2.5. I plays Colonel(3), 'Shield', 5S, and dial 5. Treachery! The Colonel is a Fremmen agent! Fremmen win, discard worthless cards, and gains 3S: Ix loses all.
- SPICE COLLECTION**: A plays 'Truthtrance' on H. G: 'Do you intend to blow the Shield Wall next turn?' A: 'No.' I collects 10S. A collects 2S @ Red Chasm and 2S for Arrakeen. F collects 6S @ Rock Outcroppings. H collects 2S for Carthag. G collects 1S for Tuck's Sitch.

TURN 4

- The **STORM** moves from Sector 17 to Sector 2. The next Storm chit is .
- SPICE BLOW**: Celloge South(12) and Shaya Ridge(6).
- BIDDING**: There are 4 cards available. They are _____.

Due next time are orders for any voluntary actions from Turn 4 Bidding to Turn 5 Spice Blow. We will stop for any combat. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 15S, 1C, 8T @ Arrakeen, 6T @ Red Chasm.
EMPEROR (Deb Osborne): 27S, 4C, 19T @ Habbanya Ridge Sitch.
FREMEN (Anderson): 13S, 2C, 5T @ Sitch Tabr, 4T @ False Wall South(s5), 2T @ Funeral Plain, 5T @ Rock Outcroppings.
GUILD (Wilson): 51S, 4C, 6T @ Tuck's Sitch, 5T @ Pasty Mesa(s7).
HARKONNEN (Bryden): 9S, 6C, 5L, 5T @ Carthag, 1T @ Shield Wall(s7).
IX (Narhi): 12S, 3C, 5T @ Polar Sink.
TANKS: 6A, 6H, 6I: Lady J, B Raban, G Halleck, Colonel.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, I = Ix, KH = Kwitsoch Haderach, L = leaders, S = spice, s# = sector #, T = token

STELLAR CONQUEST

JAMES T KIRK--Due next time are movement orders for Turns 15-16.



BRITANNIA

Turn 5
335-410 AD



The Cast:

PURPLE: Paul Zieske
GREEN: Peter Boyum

BLUE: Shawn Beck
RED: David Anderson

Errata: There is no Roman fort in Dunedin. Irish have 0.5 Pop Pts. Caledonians 2, and Brigantes 0 pp. Rome ordered legions to Bernicia and Lothian rather than March & N Mercia.

The Board:

ROMANS: 2A & F @ Essex; 1A & F @ Bernicia, Cheshire, Kent, Lothian, Norfolk, S Mercia, Suffolk; F @ Alban, Cumbria, Lindsey.
WELSH (2): 2A @ Devon, Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd.
BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.
PICTS (0.5): 2A @ Mar, Skye; 1A @ Caithness, Moray.
CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkneys.
IRISH (0.5): 1R @ Atlantic, 1A @ Cornwall.
SCOTS (0): 1R @ Irish
JUTES (0): 2R @ Channel
SAXONS (0): 3R @ Channel, 2A @ Downlands, 1A @ Wessex.
ANGLES (0): 5R @ Frisian

Score: Purple 28, Green 22, Blue 18, Red 8.

Turn 5 (cont)

SAXONS (0): Grow 1.5 Pop pts. 3R @ Channel-Kent, 1A @ Downlands-Sussex-Kent
(3,4,6,2:1,4; 6,6,4,2:6 -1 legion, 1F, -1 Saxon, 3R return to sea). Saxons get +4 VP.
ANGLES (0):

We halt things here since the Angles are ordered to attack what are now defended Roman forts. Due next time are Angle orders for Turn 5 and all orders for Turn 6. We'll halt if things get too weird. At least we're almost done with the "Turn from Hell".

Score: Purple 28, Green 22, Blue 18, Red 12.

The Board:

ROMANS: 2A & F @ Essex; 1A & F @ Bernicia, Cheshire, Lothian, Norfolk, S Mercia, Suffolk; F @ Alban, Cumbria, Dunedin, Linda.
WELSH (2): 2A @ Devon, Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd.
BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.
PICTS (0.5): 2A @ Mar, Skye; 1A @ Caithness, Moray.
CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkneys.
IRISH (0.5): 1R @ Atlantic, 1A @ Cornwall.
SCOTS (0): 1R @ Irish
JUTES (0): 2R @ Channel
SAXONS (1.5): 3R @ Channel, 1A @ Downlands, 1A @ Wessex.
ANGLES (0): 5R @ Frisian

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???
= attacking/attacked by Legion.

ON DECK

Who's Signed Up for What

(ADVANCED) CIVILIZATION: Standby: Bryden.

BRITANNIA: Boyum.

CIRCUS IMPERIUM: Nast

CIRCUS MAXIMUS: Zieske, Nast, Fisher, Nahl, Franklin (like 3 more)

COLONIAL DIPLOMACY: Boyum, Zodda, Anderson, Fisher, Wilson; need 1

CONQUISTADOR: Farrow, York; need 2 more.

DIPLOMACY: Gorham, Wilson, Hanna(7th), McCarty(?).

1830: Zieske, Chinnery Variant: Zieske, Chinnery

1835: Beck, Farrow, Zieske, Hanna (7th), Fisher, Wordelmann, Chinnery.

CUNSLINGER: Farrow; need 5 to 6 more.

KREMLIN: Zodda, Anderson, Fisher; need 3 more.

MAGIC REALM: Chinnery

MAHARAJAH: Beck, Anderson, Dan Osborne, Wilson, Just need room.

MERCHANT OF VENUS: Chinnery, Deb Osborne, Butitta (need 3 more)

RAIL BARON: Chinnery, Deb Osborne

SILVERTON: Zieske, Hardy(?), Chinnery; need 2 to 3 more.

SUMMIT: Bargender; need 5 more

TITAN: Bargender, Dan Osborne; need 2-4 more.

SECRET SIGN-UPS Gunboat DIP (3?), STELLAR CONQUEST (0)

OTHER POSSIBILITIES: DARKOVER, GODSFIRE, JUNTA, KAMAKURA, PLANET MINERS, WIZARDS



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(Exp 302)

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TABLE OF CONTENTS

Addresses

p 19

ADVANCED CIVILIZATION

pp 14-15

BRITANNIA

p 17

DIPLOMACY

"Boris IX"

p 2

"Boris X"

p 3

DOWN WITH THE KING

p 5

DUNE

p 16

1830

p 8-9

1856

p 10-11

1870

p 12

HISTORY OF THE WORLD

p 4

LIFTOFF!

pp 6-7

MAGIC REALM

p 13

"n Deck"

p 18

WELLAR CONQUEST

p 16

FIRST CLASS MAIL